real neturnes

AMENDMENTS TO THE CLAIMS

Please amend the claims as follows:

1-9. Cancelled.

10. (<u>Currently amended</u>) A method of defining a class of graphical display objects, the method comprising:

receiving a default definition data structure wherein the default definition data structure includes <u>first</u> information about a default graphical display object; <u>and</u>

receiving a first class member definition data structure related to a first graphical display object wherein the first class member definition data structure includes information about the indicating differences between the default graphical display object and the first graphical display object, wherein the second information excludes the first information; and

receiving a second class member definition data structure related to a second graphical display object wherein the second class member definition data structure includes information about the differences between the default graphical display object and the second graphical display object.

Cancelled.

12. (Currently Amended) An apparatus A device configured to define a class of graphical display objects, the device comprising:

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a storage medium having stored thereon a plurality of programming instructions, which when executed cause the apparatus to provide a media player equipped to

a data logic configured to receive a default definition data structure wherein the default definition data structure includes <u>first</u> information about a default graphical display object,;

a data logic configured to-receive a first class member definition data structure related to a first graphical display object, wherein the first class member definition data structure includinges second information about the differences between the default graphical display object and the first graphical display object, wherein the second information does not include the first information,; and

a data logic configured to receive a second class member definition data structure related to a second graphical display object, wherein the second class member definition data structure includinges third information about the differences between the first graphical display object and the second graphical display object, wherein the third information excludes the first or the second information; and

a processor communicatively coupled to the storage medium to execute the instructions.

√13. Cancelled.

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14. (Currently amended) An apparatus comprising:

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a storage medium having stored thereon a plurality of programming instructions, which when executed cause the apparatus to provide a media player equipped to system for building a graphical display object, the system comprising:

a class definition module configured to receive a default class definition and a first class member definition.

a definition extraction module configured to extract information relating to a graphical display object from the first class member definition and to extract first information data relating to the a graphical display object from the default class definition, extract second data relating to the graphical display object from the first class member definition, and to determine third information data representing only differences between the extracted first and second-information data; and

a graphical object builder module configured to build the graphical display object by overriding at least a portion of at least one of the first and second data information based at least upon the extracted information from the first class member definition and the extracted information from the default class definition wherein at least a portion of the is-overridden by the with the third data; and a processor communicatively coupled to the storage medium to execute the

instructionsinformationrepresenting extracted information from the first class member definition overrides at least a portion of the extracted information from the default class definition.

15. (Currently Amended) An apparatus comprising:

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a storage medium having stored thereon a plurality of programming instructions, which when executed by a processor operate to :

graphical display object system for building graphical display objects, the graphical display object system comprising:

data logic configured to receive class definitions including a default class definition and <u>a first class member definition</u>;

data logic configured to extract information first data relating to a graphical display object from the first class member definition and the default class definition, extract second data relating to the graphical display object from the first class member definition, and determine third data representing only differences between the extracted first and second data; and

data logic configured to build thea graphical display object by overriding at least a portion of at least one of the first and second data with the third databased at least upon extracted information from the first class member definition and the default class definition wherein the extracted information from the first class member definition overrides at least a portion of the extracted information from the default class definition; and.

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16. (<u>Currently amended</u>) The method of Claim 10, wherein <u>at least one of the default</u> and <u>first graphical display objects</u> relates to a graphical user interface object.

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17. (Previously presented) The method of Claim 16, wherein the graphical user interface object includes at least one of programmable buttons, default buttons, windows, menus, and touch sensitive screens.

18. (<u>Currently amended</u>) The method of Claim 1031, wherein the default graphic display object is provided by a template; and wherein the first and second class definition data structure are provided by file created independent of a media player.

19. (<u>Currently amended</u>) The <u>device apparatus</u> of Claim 12, wherein the graphical display object relates to a graphical user interface object.

20. (<u>Currently Amended</u>) The <u>device-apparatus</u> of Claim 19, wherein the graphical user interface object includes at least one of programmable buttons, default buttons, windows, menus, and touch sensitive screens.

21. (<u>Currently Amended</u>) The method of Claim 12, wherein the default graphic display object is provided by a template; and wherein the first and second class definition data structure are provided by file created independent of <u>a-the media player</u>.

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22. Cancelled

23. Cancelled

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24. Cancelled

- 25. (<u>Currently amended</u>) The <u>system apparatus</u> of Claim 14, wherein the graphical display object relates to a graphical user interface object.
- 26. (<u>Currently amended</u>) The <u>system_apparatus</u> of Claim 25, wherein the graphical user interface object includes at least one of programmable buttons, default buttons, windows, menus, and touch sensitive screens.
- 27. (<u>Currently Amended</u>) The <u>system apparatus</u> of Claim <u>1914</u>, wherein the default graphic display object is provided by a template; and wherein the first and second class definition data structure are provided by file created independent of <u>the</u>a media player.
- 28. (<u>Currently amended</u>) The <u>system apparatus</u> of Claim 15, wherein the graphical display object relates to a graphical user interface object.
- 29. (<u>Currently amended</u>) The <u>system_apparatus</u> of Claim 28, wherein the graphical user interface object includes at least one of programmable buttons, default buttons, windows, menus, and touch sensitive screens.
- 30. (<u>Currently amended</u>) The <u>system-apparatus</u> of Claim 15, wherein the default graphic display object is provided by a template; and wherein the first and second class definition data structure are provided by file created independent of a media player.

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31. (New) The method of claim 10, further comprising:

receiving a second class member definition data structure related to a second graphical display object wherein the second class member definition data structure includes third information indicating differences between the default graphical display object and the second graphical display object, wherein the third information does not include the first information or the second information.

32. (New) The apparatus of claim 12, wherein the media player is an audio player.

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